

Title: Never Never Land

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In the early days of Sosaria there were those who sailed the seas in search of grand adventures and new land. My guild had one such person whose name alas has

been lost due to the ravages of time. This is the story a great discovery by that intrepid soul who resided in the guild organized by Shakkar.

After establishing a base on Tar Valon our guild members continued to further develop their skills, live by the eight virtues and defend the defenseless from the

murderers that ran prolific in the land.

Even though our intrepid explorer had discovered a remote island for our guild, he was always

determined to explore further. One day he returned to Tar Valon with the same sense of excitement that he displayed the day he told us about the island we called home.

The explorer excitedly

conveyed that he had discovered an expansive island that stretched for a great distance! This island

was a vast expanse of flat, green fields perfect for the foundation of an entire town perhaps.

Intrigued by this tale, an entourage from our

guild set sail to see this vast land for ourselves.

Shakkar, Gabriel, the explorer and I set sail for the land to see it with our own

eyes. When we arrived we were shocked by what we saw.

The flat, green fields stretched on for as far as the eye could

see!

We rode our horses excitedly around the land amazed at this perfectly flat, immense island we stood upon. Gabriel was the most

excited amongst us and after we marked runes to the island he returned shortly and built a castle.

If it sounds too good to be true then you

have the right instincts. Shortly after Gabriel erected his castle he was visited by strange, mysterious beings in hooded red robes. To

our surprise we were

told that we weren't supposed to be on this land! After this encounter we surmised that these red-robed beings seemed to be far more powerful and unfathomable than any

ordinary citizen of Britannia.

Needless to say Gabriel heeded the warning of the red-robed beings and with the help of one of them was able to relocate his castle elsewhere.

In the meantime more explorers started arriving on the land and building castles and other buildings on this vast expanse of green.

It was then that the red-robed beings announced that the rest of the explorers had to leave or else.

Even though we were told that Never Never land was off limits we still used our runes once in awhile to go and peek at what those seemingly omnipotent beings were doing with that land.

After my exile to the ether I returned to Britannia and noticed that I still had a rune for Never Never land. Sadly for some reason it doesn't allow me to teleport to that location.

Who knows what

became of Never  
Never land? Only the  
mysterious beings in  
red truly know for  
certain...